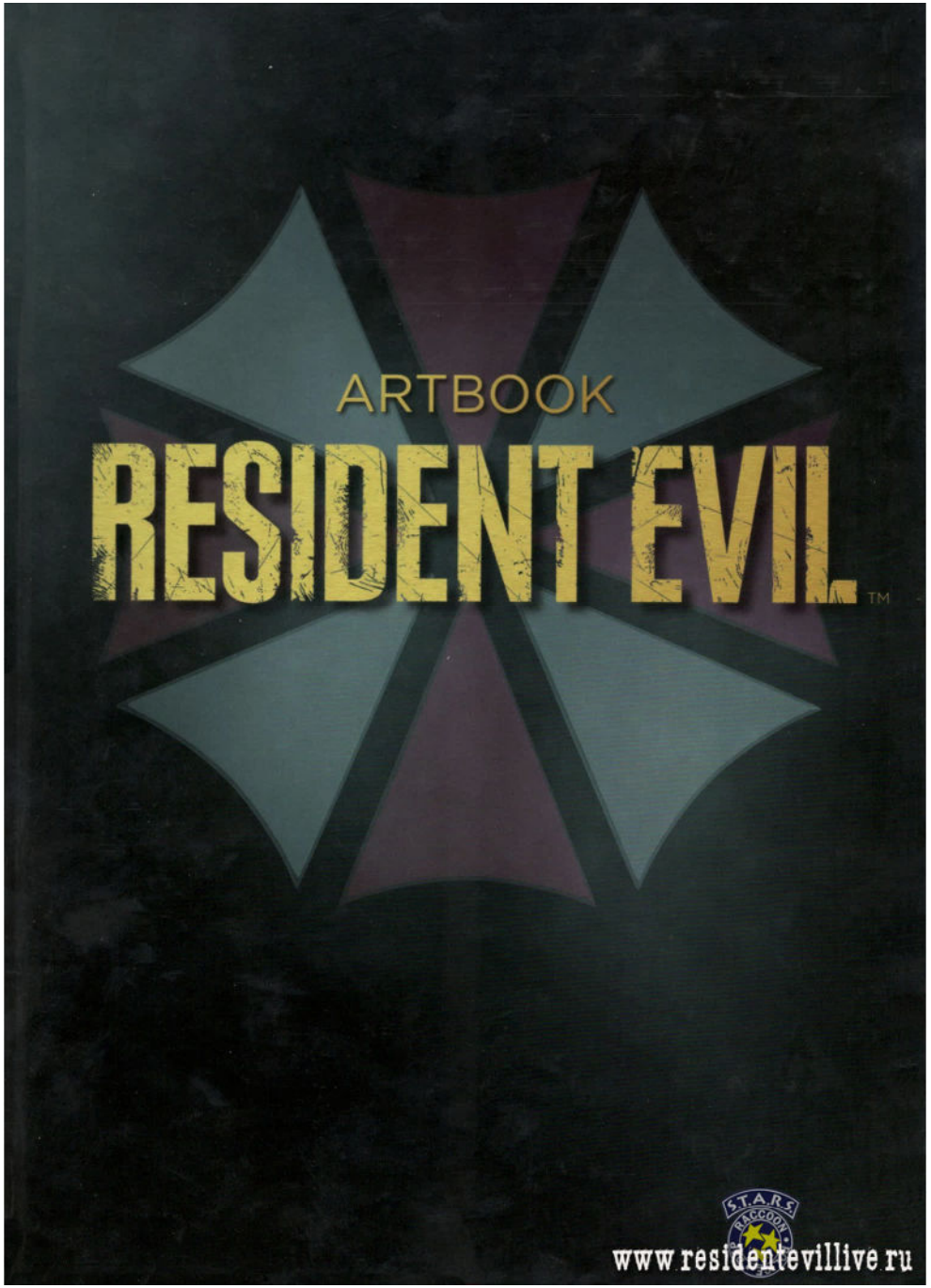


ARTBOOK

# RESIDENT EVIL™

# INTRODUCTION

A real tribute... We have several recommendations for you to keep in mind when viewing this artbook which is entirely dedicated to Resident Evil™ and showcases a selection of the best games in the series. It is above all a tribute to a series that has been going for more than twenty years and that still delivers, always managing to excite and surprise players. This is also a tribute to its successive creators who have been able to reinvent themselves over the games in the series by dreaming up one charismatic character after another, filling the series with monstrous creatures and creating innovative new gameplay systems. It is also a tribute to Capcom, which has, over the years, transformed a horror adventure into a worldwide videogame phenomenon. Finally, it's obviously a tribute to the fans who are avid followers of the Resident Evil™ series and who grow in number with every game that is released, while fondly keeping a few memorable sequences in mind. No doubt about it, the Resident Evil™ series isn't going to end any time soon. ✖

This illustration *goes back to the cutscene that revealed the first ever zombie in the game. It was also the visual chosen to feature on the sleeve for the American version of the game on the SEGA Saturn™, released in 1997.*

www.residentevillive.ru



- 1996 -

# RESIDENT EVIL™

May 1998. Strange events are taking place up in the Arklay Mountains, in the vicinity of the small town of Raccoon City. Some of the town's inhabitants have disappeared, while only the half-eaten corpses of other have been found. Two months later, in response to public anxiety and the ineffectiveness of the local police, the government authorities send in the Bravo team from S.T.A.R.S. (Special Tactics And Rescue Service), an elite unit specialising in dangerous operations. Unfortunately, contact is lost once the team reaches Raccoon City. A second team, Alpha, is then dispatched to the scene to take over the investigation. Led by captain Albert Wesker, the Alpha team includes pilot Brad Vickers, mechanic Joseph Frost, weapons tech Barry Burton and last but not least, the main protagonists of the adventure, Chris Redfield and Jill Valentine. As soon as they arrive and discover the wreck of the helicopter that belonged to Bravo, the team is attacked by a pack of gaunt-looking dogs. The survivors then take refuge in a strange and luxurious mansion. After recovering somewhat, the team split up to explore the house, which seems to be a cover for the suspect activities of a multinational corporation called Umbrella... ✖

ABOVE, THE ENTIRE ALPHA TEAM FEATURING FROM LEFT TO RIGHT: JOSEPH FROST, ALBERT WESKER, JILL VALENTINE, CHRIS REDFIELD, BARRY BURTON AND BRAD VICKERS.

The two heroes of the game: *Jill Valentine and Chris Redfield. At the very start of the game, the player has the option of picking which of the two to play, which results in a slightly different adventure depending on who is selected.*

Zombies and Cerberus dogs *(above) are the most commonly encountered enemies in* Resident Evil™. *Cerberus dogs are the first to claim a victim in the game when they tear Alpha team's Joseph Frost apart.*

The sumptuous hallway inside the mansion *which belongs to the Umbrella Corporation and contains terrible secrets, symbolises the gateway to hell.*

The fear of death and pain *(the body bag and the split skull) as well as morbid fascination (a vacant stare with a promise of suffering to come)... All the emotional power of Resident Evil™ in a single illustration!*

- 1998 -

# RESIDENT EVIL™ 2

The story takes place two months after the tragic events of the first game of the series. Raccoon City is now infested with zombies and terror reigns supreme. That is what Leon Scott Kennedy, a young recruit from the RPD (Raccoon City Police Department) is about to discover to his cost when he turns up in town. His first day at work rapidly turns into a full blow assault course as he is attacked by the living dead and is forced to take refuge in a restaurant. He then discovers Claire Redfield who has also just arrived in Raccoon City. Claire is looking for her brother, Chris Redfield, the hero from the first game, who she hasn't heard from for several weeks. Having decided to help each other and find any potential survivors, the two heroes get into a car to search the town. Unluckily, an unfortunate accident that leads to the exlosion of a tanker separates the two characters. Leon and Claire then each have to go their own way (which results in two separate adventures for the player), but always with the final aim in mind – meeting up at the police station and then getting out of this cursed town. On the way, they will bump into an enigmatic spy, a young girl with a horrifying secret, as well as the USS (Umbrella Security Service), the Umbrella Corporation's private army. ✖

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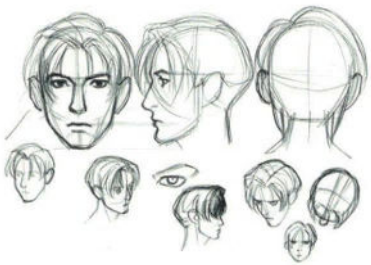
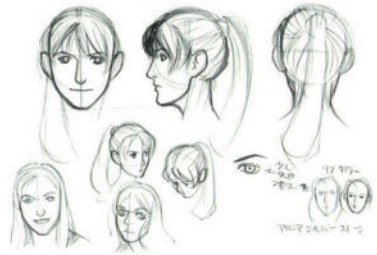


*Leon has alternative outfits in Resident Evil™ 2 (a leather jacket with skull and a tshirt/cap outfit), these RPD uniform designs have never been seen.*

Aged 21 in this game, *Leon Scott Kennedy was designed to be the antithesis of the tough nut image of the hero from the previous game in the series, Chris Redfield.*



Above, *several haircut concepts the dev team tried out for Claire Redfield. Just below that are a couple of alternative outfits which never got used.*

Claire Redfield *isn't a fighter like Jill Valentine but is just a simple student dealing with a terrifying situation. She even gets a chance to show her maternal side with the little girl Sherry Birkin.*

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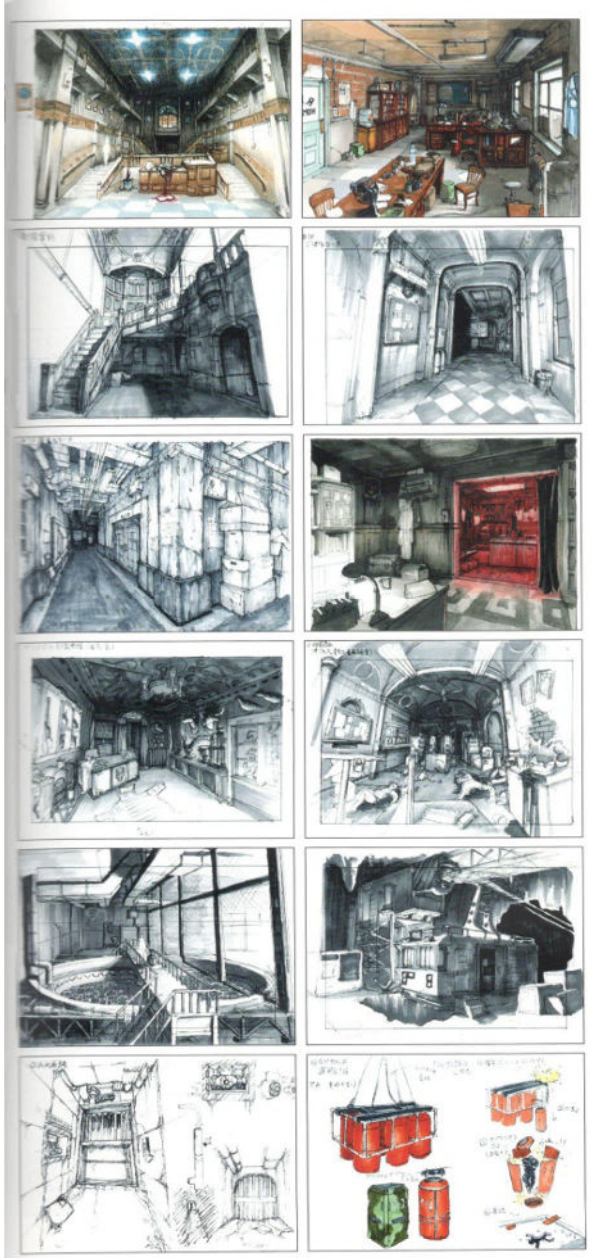


These sketches, *drawn by the dev team, represent several environments the characters travel through during the course of the adventure, such as the police station and the manor cellars.*

*Nemesis is a formidable and invulnerable enemy in Resident Evil™ 3. He is a bio-organic weapon that is developed by Umbrella and programmed to eliminate all of the S.T.A.R.S. team members.*

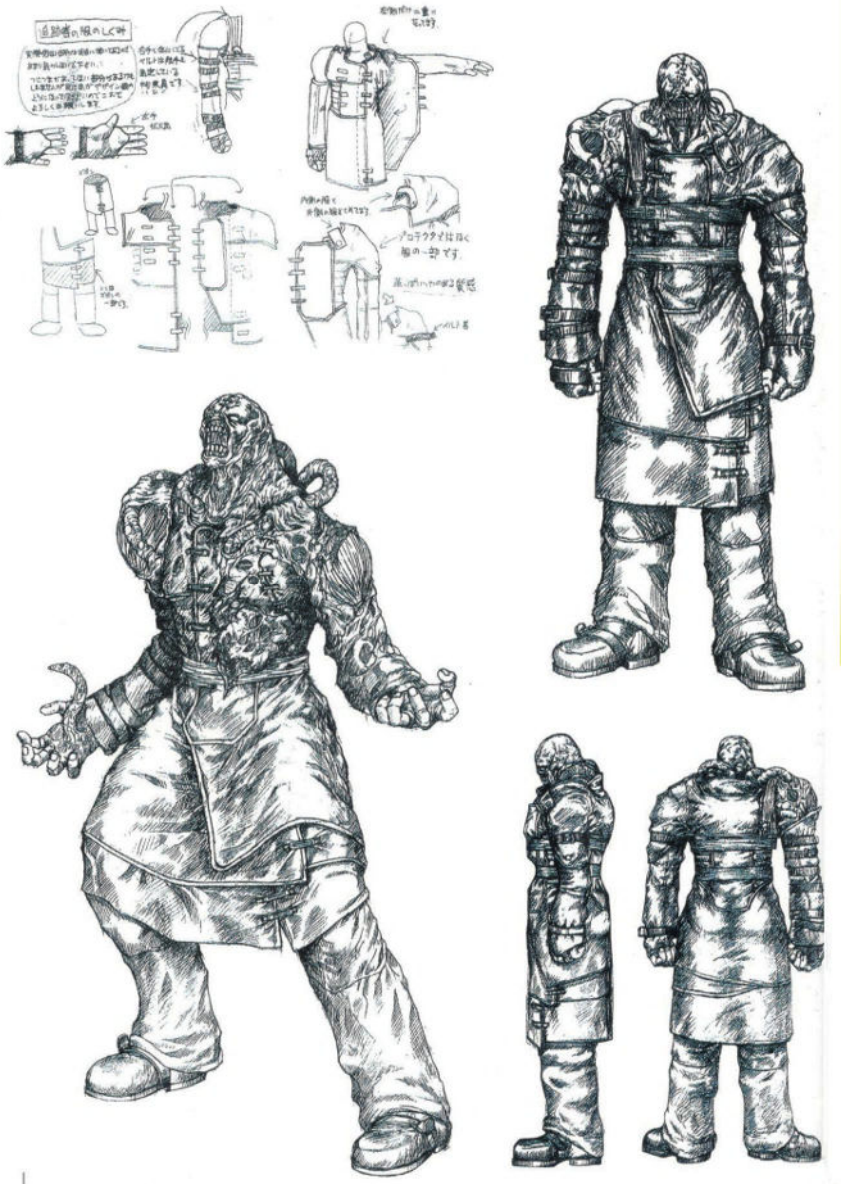
www.residentevillive.ru



- 2000 -

# RESIDENT EVIL™ 3

Jill Valentine is the main heroine of this adventure which takes place two months after the first Resident Evil™ and 24 hours before the events in the second game. After defeating the Tyrant alongside Chris Redfield, the young woman stayed in Raccoon City to find out more about the secret laboratory of the Umbrella Corporation. But the crisis brought about by the T-Virus which transforms people into zombies, seems to be getting worse. The police and the special forces are literally submerged by wave after wave of zombies which are now infesting Raccoon City. On her way to the police station, Jill is forced to fight for her life, especially when she comes up against a new enemy, the creature known as Nemesis. Nemesis is a genetically modified being which is all but invincible and whose mission is to take down every member of S.T.A.R.S. (Special Tactics And Rescue Service) sent by the government. Over the course of the adventure, Jill will be confronted by Nemesis multiple times but will also run into the U.B.C.S. (Umbrella Biohazard Countermeasure Service), an elite unit working for Umbrella. This team includes the young Carlos Oliveira who will come to the heroine's aid. ✖



*Concepts for Nemesis, showing details of his overcoat which serves as armour.*
*In this game, this intelligent and experimental Tyrant derivative was created by the French branch of Umbrella.*

Next to Claire Redfield, *the impulsive Steve Burnside, whose mother was executed by Umbrella. He was imprisoned on the island because of his father who stole documents from the corporation to sell them.*

www.residentevillive.ru



- 2000 -

# RESIDENT EVIL™
## CODE VERONICA

Claire Redfield, sister of Chris Redfield, is the main heroine in this adventure which unfolds three months after Resident Evil™ 3: Nemesis. While searching for her brother, the young woman also tries to infiltrate Umbrella's Parisian lab, but is unsuccessful. After she unfortunately gets captured, she is deported to the island of Rockford, where Umbrella has a secret centre. However, she regains her freedom much faster than expected following the accidental – apparently – propagation of the T-Virus across the island. It is when she tries to escape that she meets Steve Burnside, a young boy who's also a prisoner. He is trying to find his father, who he thinks is also being held prisoner somewhere on the island. Taking advantage of the general chaos, the two characters then try to work together to survive, even though Steve immediately proves to be something of a lone wolf who prefers to act alone. During the course of the game, Claire discovers real antagonist behind the scenes, none other than the Ashford family. As founding members of the Umbrella Corporation, this family also owns a strange mansion as well as a drilling site deep in the Antarctic where horrific research is carried out. ✖

In the top left, *Claire is the character you'll play for half the adventure, while you play Chris Redfield for the other half. On the right, some of the monstrosities roaming Rockford Island...*

An unnatural alliance, *but which turns out to be the only way to survive, formed by the medic Rebecca Chambers (left) and the cold-blooded killer – to all appearances – Billy Coen (right).*

www.residentevillive.ru

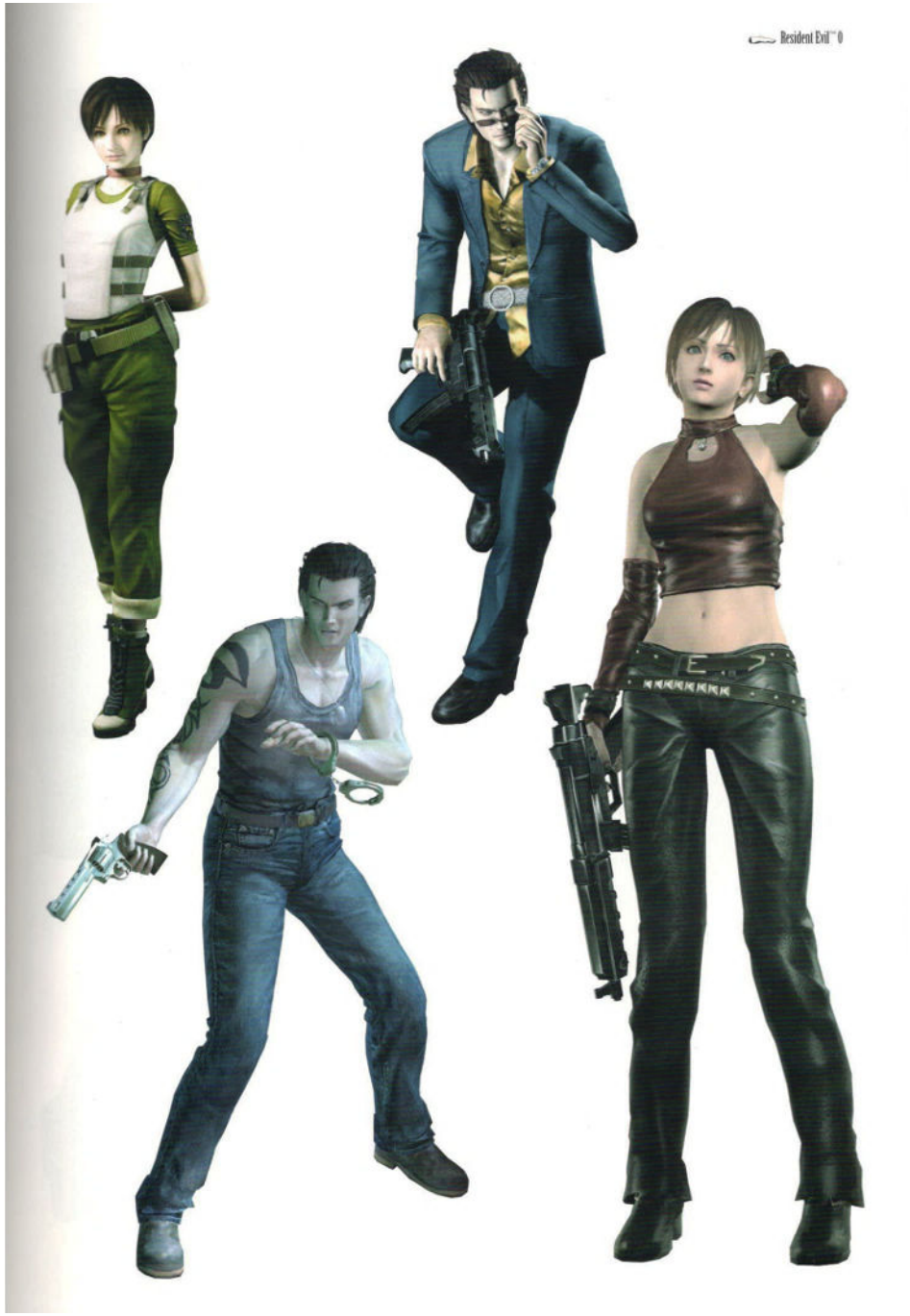


- 2003 -

# RESIDENT EVIL™ 0

As its title suggests, this prequel takes place before the events described in the very first Resident Evil™, in fact, the night before, around eight in the evening on 23 July, 1998. It focusses on the first S.T.A.R.S team – Bravo – dispatched to Raccoon City for an inquiry into the multiple disappearances and the presence of half-eaten bodies there. As a result of engine failure, this elite unit's helicopter unfortunately crashes in the forest not far from the town. Fortunately the Bravo team – including the medic Rebecca Chambers – are unharmed and continue through the woods towards their objective, discovering an abandoned Jeep and the bodies of two soldiers. It turns out that these soldiers were escorting a prisoner, one Billy Coen, an ex-lieutenant who has been sentenced to death for killing twenty-three people. Although they want to get this case finished with as quickly as possible, the Bravo team then separates to scour the surrounding area. Rebecca soon discovers a train that, at first sight, seems to be deserted and is standing stationary on the railway tracks. It's only when she goes inside that she suddenly finds herself caught up in a terrifying adventure, where she'll have to cooperate in spite of herself with Billy Coen for the best chance of the two of them surviving. ✖

Rebecca Chambers and Albert Wesker, *wearing alternative outfits, team up again in the "Weiker" mode, which was released as a bonus in the remastered HD version of Resident Evil™ 0.*



Above, *the brilliant scientist James Marcus, one of Umbrella's founders, in his regenerated form.*
*Right, the virus specialist William Birkin (Sherry's father), inventor of the G virus.*

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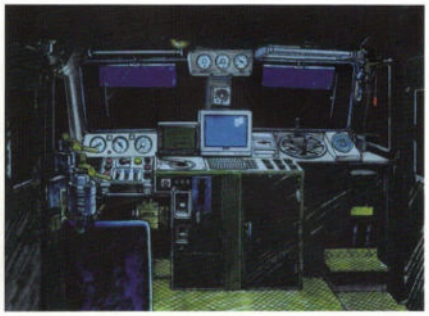
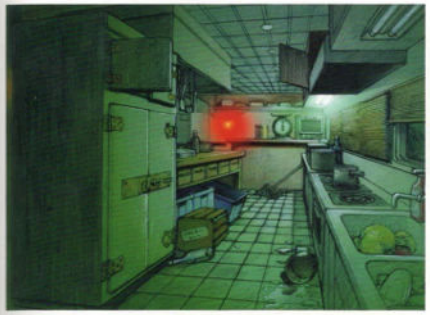
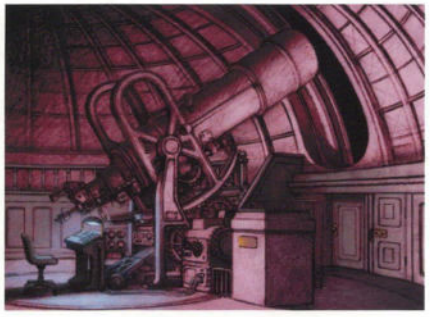
WATCH OUT FOR THE ENORMOUS CLAWS OF THE ALPHA HUNTERS WHO CAN TEAR CHARACTERS TO SHREDS IN JUST MOMENTS. IN RESIDENT EVIL™ 0, THESE CREATURES ARE USUALLY HIDING IN THE BASEMENT OF THE TRAINING CENTRE.

The game was *originally planned for release on the Nintendo® 64. But because of the limited storage capabilities of cartridges, development of the game was switched to the Nintendo GameCube™ in September 2000. That's what we call hitting the ground running...*



Even though not all locations *could be included in this adventure, this prequel allowed players to discover many places that hadn't been seen before around Raccoon City, notably an observatory and a luxury train.*

Aged 28 *and weighing in at 11 stone at 5ft 8, secret agent Leon Scott Kennedy has become one of the best-loved characters in the series.*

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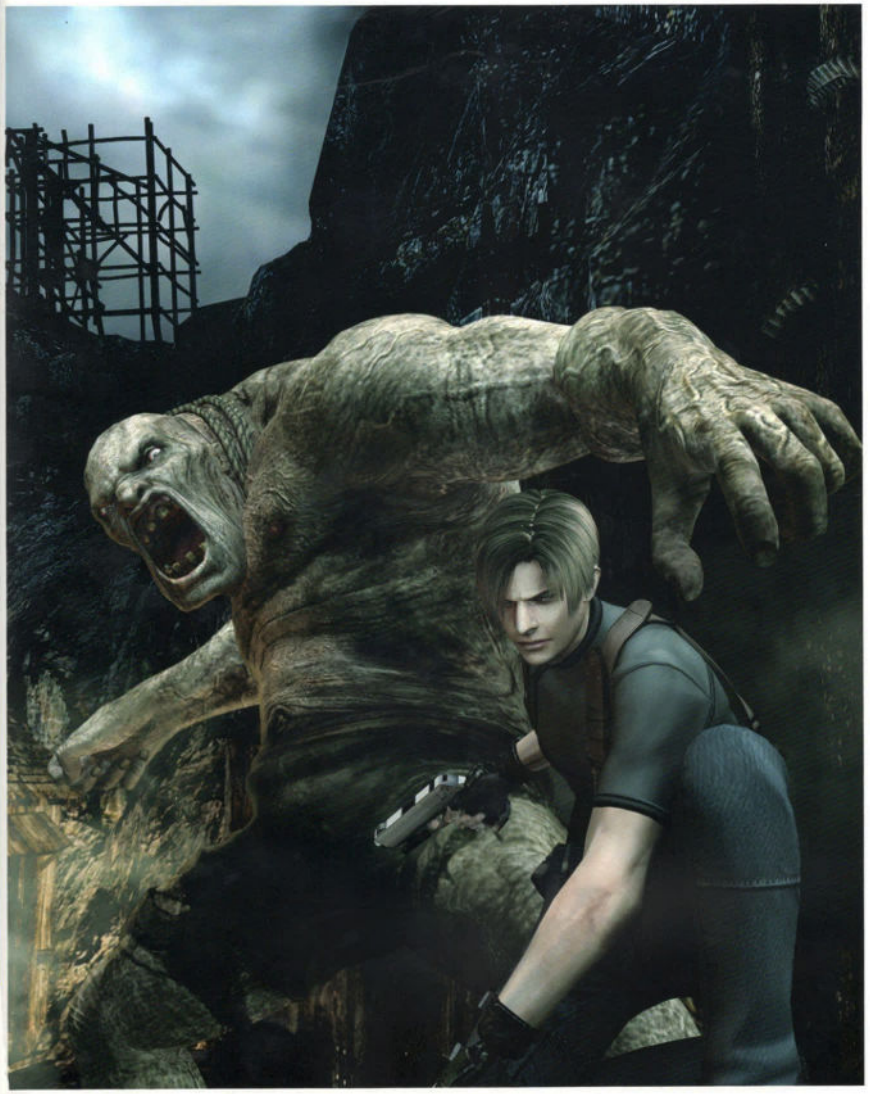
- 2005 -

# RESIDENT EVIL™ 4

Over the years, Leon Scott Kennedy has really developed an edge; once a simple policeman, he has become a secret agent for the US government in this fourth instalment of the series. Seven years after his unfortunate adventures in Resident Evil™ 2, Leon is back, but this time with the task of protecting Ashley Graham, the daughter of the President of the United States. There's just one problem. Ashley has been kidnapped on her way home from university and is apparently being detained in Europe, more specifically in a remote region of rural Spain. On an order from his superiors, Leon sets off for the Spanish countryside, escorted by two local police officers. After arriving in a small village, he is set upon by strange villagers who even try to kill him. It is at this moment that the young agent realises that he's going to have to fight constantly to survive but also to be able to complete his mission. This mission has a dual objective – to save the president's daughter, no matter what the cost, and to foil the diabolical plot hatched by a mysterious sect that wants to take over the world. During his adventures, Leon will endure some terrifying encounters, but will luckily also get help from some of the most unlikely allies. ✖

Next to Leon above, *Ashley Graham, the president's daughter, and to the right, the spy Ada Wong who has two game modes (Assignment Ada and Separate Ways) in which you play as Ada.*

Dr Salvador *is one of the most horrific and toughest enemies in the game. With his chainsaw, he's able to kill Leon instantly by decapitating him with one hit.*



In spite of his impressive size and his physical strength, El Gigante is actually quite slow moving. Luckily, this troll of an opponent can be taken down in one shot using a rocket launcher.

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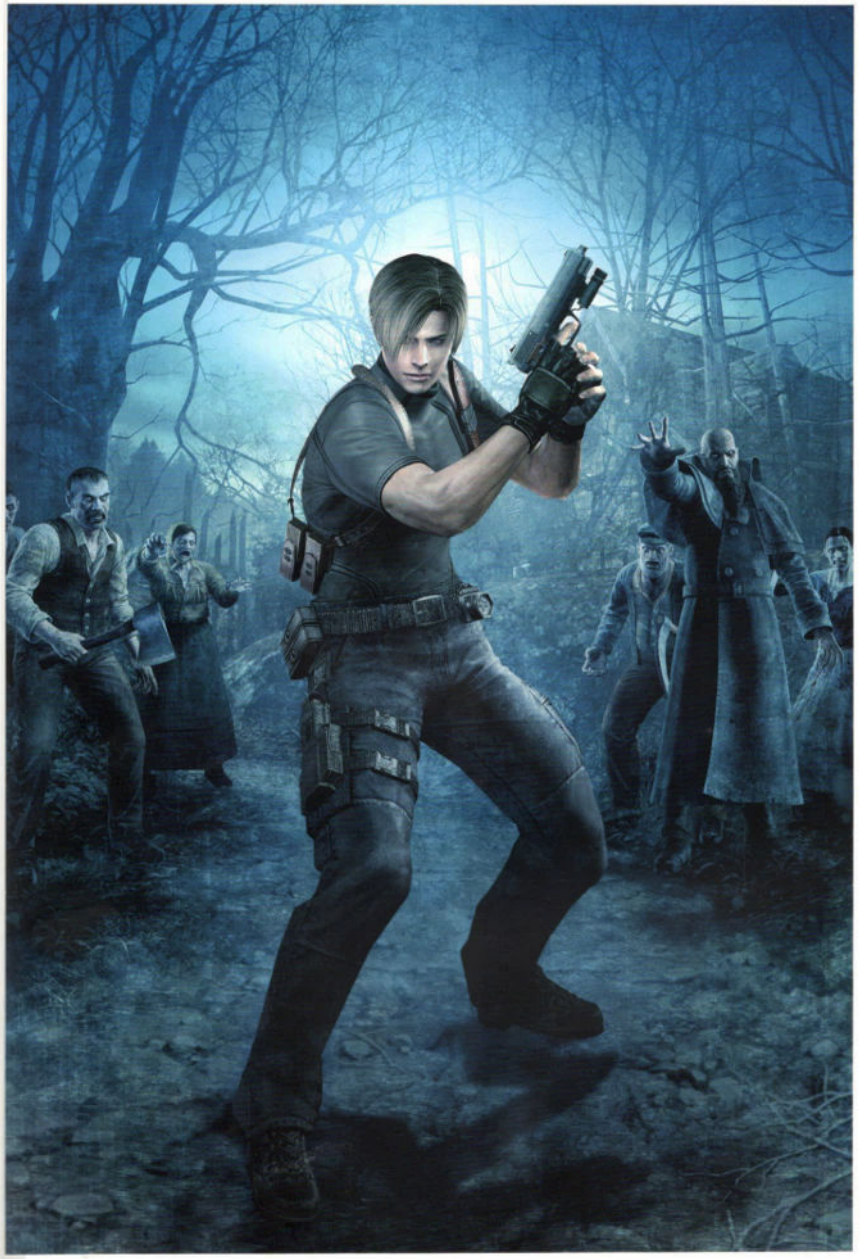
Resident Evil™ 4 is the first real-time 3D game in the series, allowing players to explore environments freely as Leon and hide at any moment from the enemies they encounter.



The members of the Los Illuminados sect *are the main enemies in Resident Evil™ 4. They are numerous and they appear in many different forms, such as the Ganados, peasants possessed by Las Plagas parasites.*

At 7ft 9, *the Ganados village leader, Bitores Mendez, is one of the most impressive bosses you'll need to beat in the course of the adventure.*

Out of the fifteen or more weapons *you can get your hands on in Resident Evil™ 4, some are more efficient than others, like the 9mm Punisher handgun allowing you to hit two enemies at once.*

A collector's edition controller *in the form of a mini chainsaw was released at the same time as the game. It is yellow for the Nintendo GameCube™ version and red for the PlayStation® 2 version.*

The heroic duo who appear in Resident Evil™ 5, *Chris Redfield and Sheva Alomar, are founding members of the international organisation against bioterrorism BSAA.*

www.residentevillive.ru



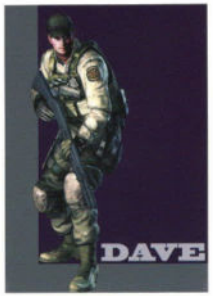
- 2009 -

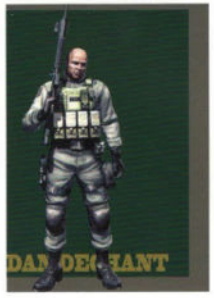
# RESIDENT EVIL™ 5

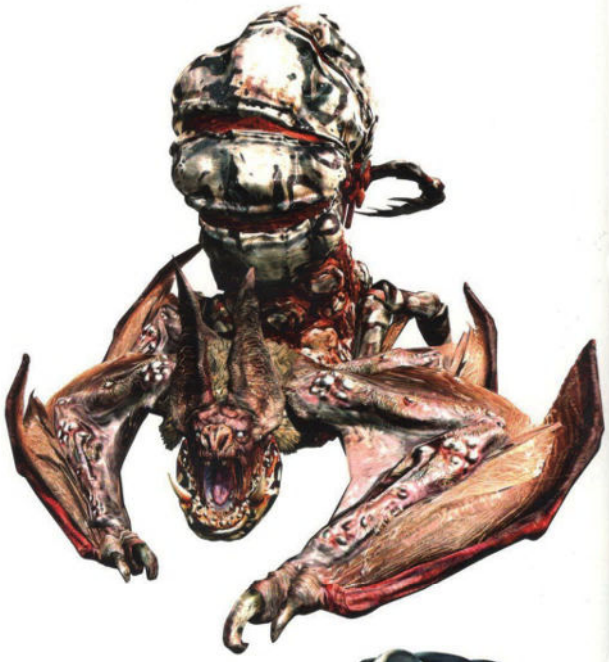
Fifteen years after the terrible events that took place in the first Resident Evil™, Chris Redfield returns to the forefront in this new adventure set in Africa, at the heart of the imaginary region of Kijuju. The young man is now part of the international organisation against bioterrorism BSAA (Bioterrorism Security Assessment Alliance), which has been mainly set up to thwart the secret activities of the Umbrella Corporation. It is in this capacity that he visits a small African village as a biological arms deal on the black market is scheduled to take place there. Chris is assisted by Sheva Alomar, a member of the African division of the BSAA, who will be lending a helping hand if the situation turns nasty. When they arrive at the scene, the duo discover that most of the villagers are infected by a parasite which multiplies their strength and especially their aggressiveness and gradually transforms them into hideous creatures. Finding themselves trapped, Chris and Sheva will have to fight time and time again to survive in the face of multiple threats, while trying to keep up with and prevent the terrible acts of a new multinational corporation known as TRICELL, which specialises in pharmaceutical products. ✖

A brand new character *in the series, Sheva Alomar makes her first appearance in Resident Evil™ 5. She feels nothing but hate for the Umbrella Corporation, which is responsible for the death of her parents.*

Resident Evil™ 5 *features a co-op adventure which can be played online or on a split-screen locally. Player One then plays Chris Redfield while Player Two is Sheva.*







*Left, BSAA members that are playable in the bonus mode, Mercenaries. Top right, several examples of basic enemies (Majinis) and bosses you'll encounter during the game.*

THIS ILLUSTRATION DEPICTS A SCENE AT THE START OF THE GAME DURING WHICH THE BSAA HELICOPTER PILOTED BY KIRK MATHISON FALLS PREY TO THE KIPEPEOS, WHICH ARE A KIND OF MUTANT BAT.

Suspense and horror *in the depths with this illustration of Jill Valentine behind a porthole which symbolises the claustrophobia of the adventure perfectly.*

www.residentevillive.ru



- 2012 -

# RESIDENT EVIL™ REVELATIONS

Set somewhere between Resident Evil™ 4 and 5, this adventure describes the events which unfold just after the creation of the organisation against bioterrorism, BSAA (Bioterrorism Security Assessment Alliance). These events focus on two pairs of heroes located in different places and that the player can alternate between. The first features Jill Valentine and her original Anglo-Italian partner, Parker Luciani, a member of the BSAA. The duo finds itself exploring the ghost ship Queen Zenobia from top to bottom. This cruise ship, which in actual fact is the location of a test lab for the T-Abyss Virus, is overrun with monsters and will push Jill to her limits, especially when she meets ex-agent Rachel Foley. On the other hand, there is the partnership formed by Leon Scott Kennedy and his colleague Jessica Sherawat, bioterrorism specialist. Midway through an expedition right in the middle of snow-covered European mountains, the two of them witness a plane crash, after which they discover the secret base of the Veltro bioterrorist group, which is also in possession of the T-Abyss virus. Each of these stories will obviously have an effect on the overall adventure. ✖

On this page, *a close-up of the fang-filled mouth of a Scagdead, a four-legged creature in the form of a foul growth of rotten flesh caused by a T-Abyss virus infection.*

On this page, *a Wall Blister, a creature that is exclusive to the HD versions of the game.*
*On the page to the right, the particularly horrible transformation of Rachel Foley.*

As a member of the USS, *Vector is the Delta team's scout and has the ability to become temporarily invisible. Ideal for assassinating Leon Scott Kennedy...*

www.residentevillive.ru



- 2012 -

# RESIDENT EVIL™
## OPERATION RACCOON CITY

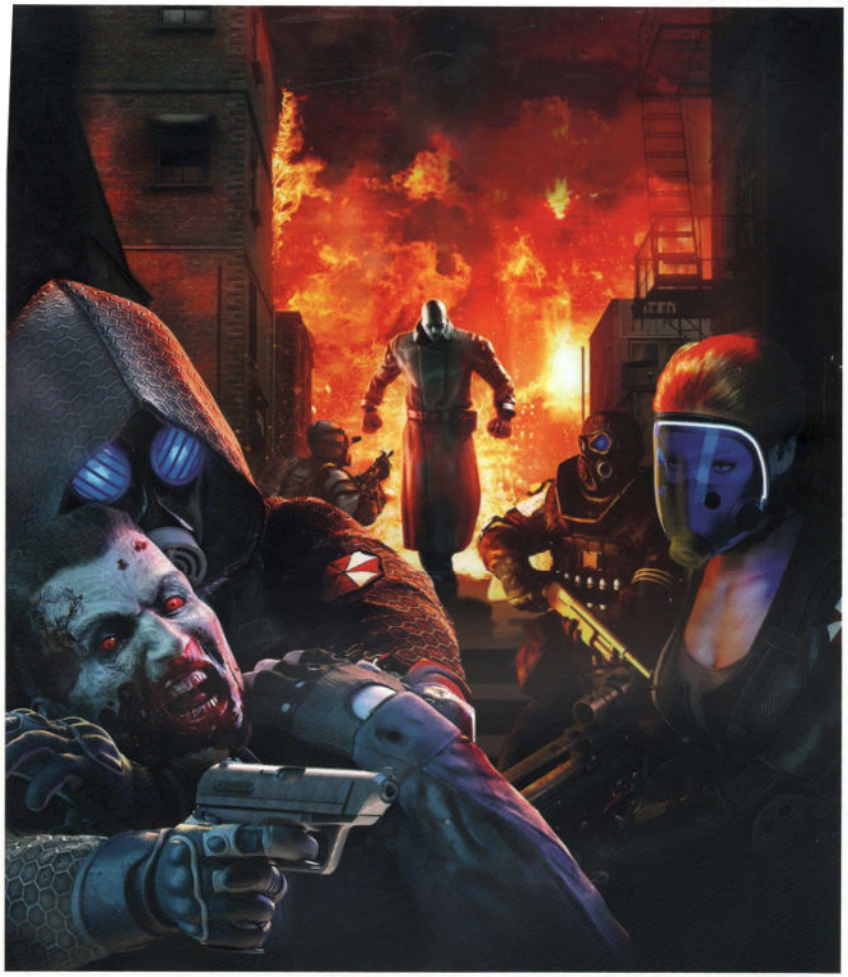
Originality is the watchword of this spin-off game in the series, which has the player experiencing the zombie invasion of Raccoon City at close quarters. The game features two independent campaigns which can be played in online co-op with up to four players. Both these scenarios take place between the events in the second and third games in the series. They are also set in an identical context and take place almost simultaneously. The first campaign is from the point of view of the Delta team in the USS (Umbrella Security Service), Umbrella's private army. This team has been given the mission of infiltrating Raccoon City in order to slip into the Corporation's labs and get rid of all proof of its guilt in the affair. On the opposing side, the second campaign gives you the chance to play as a special forces commando in the Echo Six team of the Spec Ops, who have to explore the town and face multiple threats in order to finally locate the source of all the chaos and eliminate it. Resident Evil™: Operation Raccoon City presents a setup that the players are already very familiar with but shows it from two brand new, different angles. ✖

USS

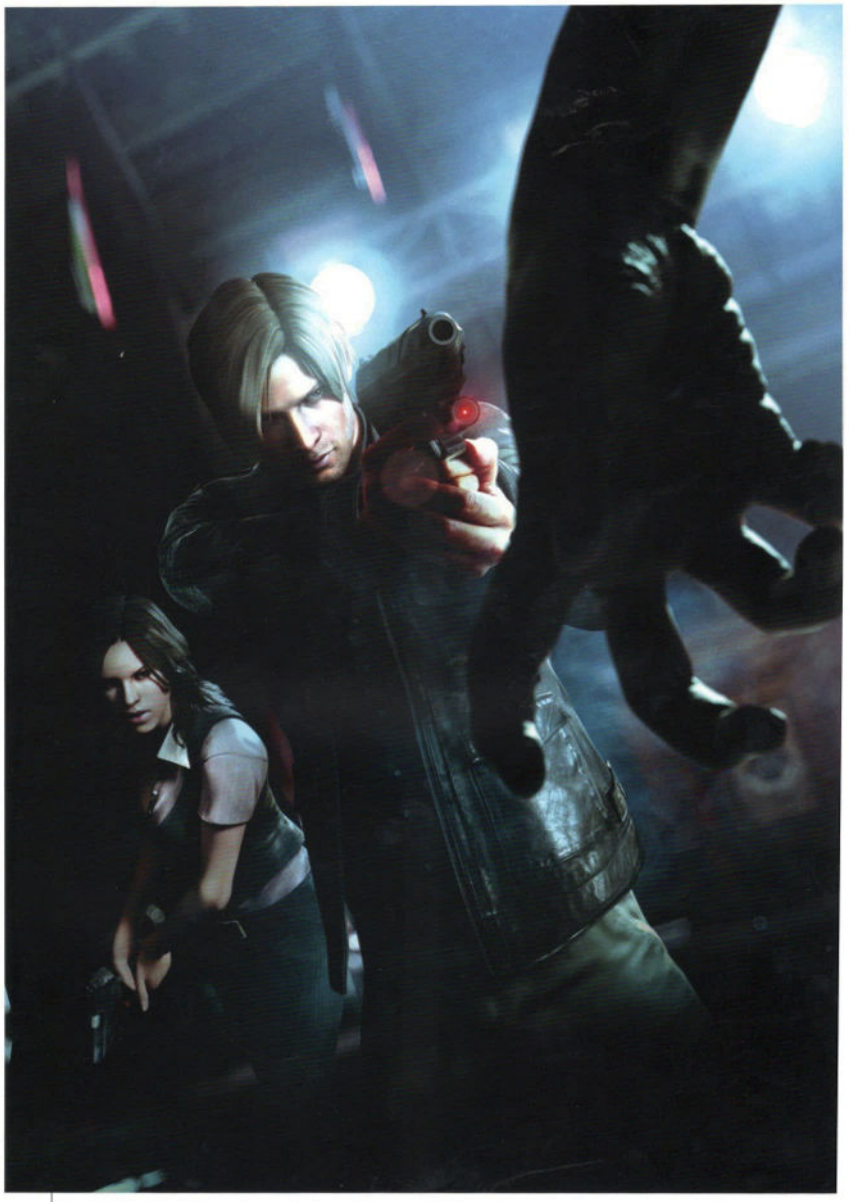
In Operation Raccoon City, *chaos reigns supreme. And both teams – USS or Spec Ops – are forced to regularly confront zombies and other environment-based threats.*

Heroes, an online mode *allows players to battle each other in deathmatches as some of the more familiar faces in the series, such as Leon Scott Kennedy. RIGHT, Christine Yamata alias Four Eyes, a scientist from the USS.*

The USS team *almost all shown here with medic Bertha left, the demolition expert Beltway to the right, and finally down below, Lupo, the Assault class team leader.*



Most enemies *are in the form of creatures players will have already encountered in the series. Some well-known bosses also put in an appearance, such as William Birkin and Nemesis.*



Leon Scott Kennedy *will stop at nothing to valiantly protect his partner in the adventure, ex-DSO agent, Helena Harper, in the face of a threat that's as deadly as it is unexpected...*

www.residentevillive.ru

- 2012 -

# RESIDENT EVIL™ 6

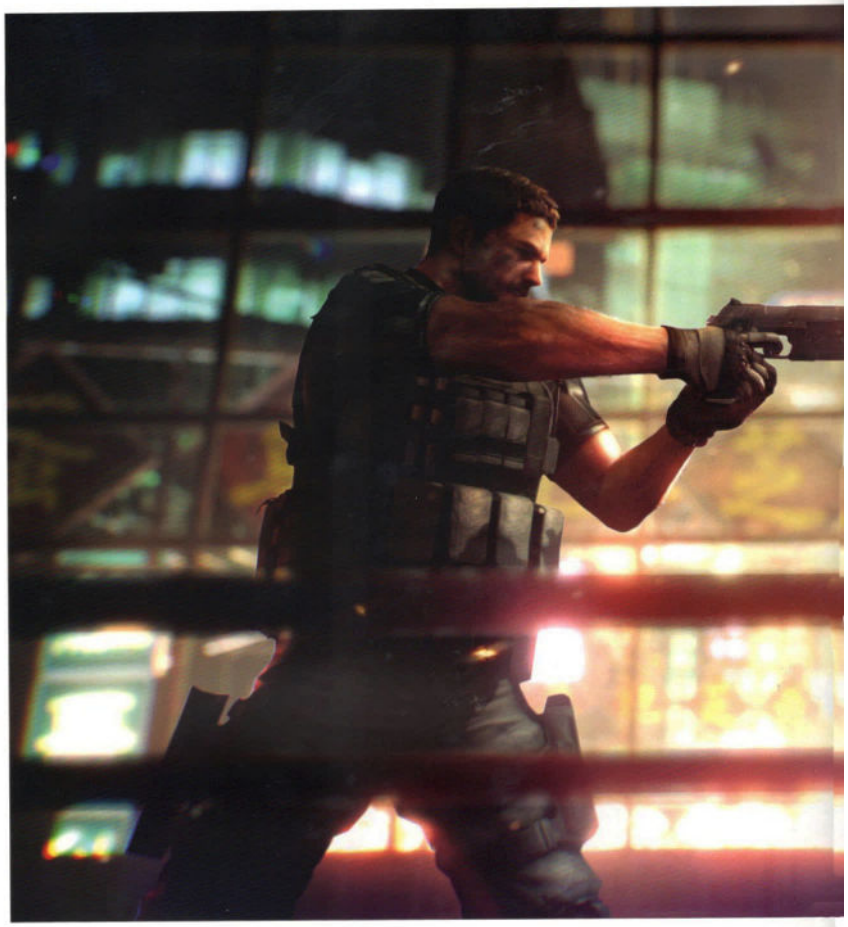
Just this once, this sixth episode of Resident Evil™ offers the player a choice between four scenarios which interlink and feature different characters and environments. First of all there's Leon Scott Kennedy who, assisted by Helena Harper, a US secret service agent, has to face up to the president of the United States, who really doesn't seem quite himself. On their side are Chris Redfield and Piers Nivans, a member of the North American branch of the BSAA, who end up in China battling rebels infected by the C-Virus. As for Sherry Birkin, the daughter of the scientist responsible for the G-Virus, and the little girl that Leon saved in Resident Evil™ 2, she is now part of a government agency. Her mission, in Eastern Europe, is to protect Jake Muller who has very special abilities, besides that of being Albert Wesker's son! Finally, the spy Ada Wong, working for one of the Umbrella Corporation's competitors, has been given the objective of securing the Corporation's latest research then destroying its lab, which is located... in a submarine in the middle of the North Atlantic ocean! ✖

Above, *Ada Wong armed with her traditional silent weapon, a crossbow. She's the only character going solo in Resident Evil™ 6, as all the others are working in pairs, like Chris Redfield or Sherry Birkin (right).*

On this page, *several examples of J'avos, humans infected by the C-Virus and gifted with regenerative powers. Every part of their body can be subject to sudden and unpredictable mutations.*

The many badges, *that are earned by player progress, and can be unlocked during the course of the adventure.*

Emblems for the main organisations *in Resident Evil™ 6 such as Leon's BSAA (Bioterrorism Security Assessment Alliance), Helena Harper's DSO, (Division of Security Operations) and La Vita Nuova, Jake Muller's military faction.*



In spite of the series' longevity, *Resident Evil™ 6 is the first game in the series to unite the two most influential heroes of the series, Chris Redfield and Leon Scott Kennedy.*

This illustration, *which is enigmatic, terrifying and agonizing at the same time, was chosen as the sleeve for every version of the game.*

www.residentevillive.ru



- 2015 -

# RESIDENT EVIL™
## REVELATIONS 2

Based on the same principle as a television series, this set of Revelations is presented in four independent episodes, completed by two extra episodes for players who bought the complete season or the boxed version of the game. The adventure this time is set somewhere between Resident Evil™ 5 and 6 and focusses on four characters that can be played in turn. You start with Claire Redfield, who is literally kidnapped during an evening organised by the humanitarian organisation TerraSave. But she isn't the only one because Moira Burton, Barry's daughter, BSAA weapon specialist, is also abducted at the same time. The two young women find themselves prisoners on a strange island populated by dangerous creatures. Luckily, the kidnappers didn't count on Barry Burton who immediately went in search of his daughter. He even finds some welcome help on the island in the form of a mysterious little girl, Natalia Korda, who is clearly gifted with strange powers. Over the course of the game, the various protagonists will end up crossing each other's paths and sometimes even helping each other. ✖

The four main protagonists of *the adventure with, from left to right, Barry Burton, Claire Redfield, Moira Burton and the little girl Natalia Korda...*

This dark and uninviting island *is the theatre of operations for Resident Evil™ Revelations 2. This is where the fate of these characters will play itself out...*

# 20 YEARS OF RESIDENT EVIL™

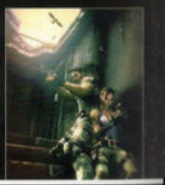
1 AUGUST 1996
**Resident Evil™**
*PlayStation®*

8 MAY 1998
**Resident Evil™ 2**
*PlayStation®2, Nintendo® 64, Dreamcast™, GameCube™*

18 FEBRUARY 2000
**Resident Evil™ 3: Nemesis**
*PlayStation®, Dreamcast™, GameCube™*

31 MARCH 2000
**Resident Evil™ Survivor**
*PlayStation®*

25 APRIL 2000
**Resident Evil™: Code Veronica**
*Dreamcast™*



16 SEPTEMBER 2004
**Resident Evil™: Outbreak**
*PlayStation®2*

18 MARCH 2005
**Resident Evil™ 4**
*GameCube™*

26 APRIL 2005
**Resident Evil™: Outbreak File #2**
*PlayStation®2*

30 NOVEMBER 2007
**Resident Evil™: The Umbrella Chronicles**
*Wii™*

13 MARCH 2009
**Resident Evil™ 5**
*PlayStation®3, Xbox 360®, PC*

2 DECEMBER 2016
**Resident Evil™ 4, 5 & 6 (HD versions)**
*PlayStation®4, Xbox One™*

24 JANUARY 2017
**Resident Evil™ VII biohazard**
*PlayStation®4, Xbox One™, PC*

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13 SEPTEMBER 2001
**Resident Evil™: Code Veronica X**
*PlayStation®2*

14 DECEMBER 2001
**Resident Evil™ Gaiden**
*Game Boy™ Color*

7 FEBRUARY 2002
**Resident Evil™ Survivor 2: Code Veronica**
*PlayStation®2*

6 MARCH 2003
**Resident Evil™ 0**
*GameCube™*

17 JULY 2003
**Resident Evil™: Dead Aim**
*PlayStation®2*

1 JULY 2011
**Resident Evil™: The Mercenaries 3D**
*Nintendo 3DS™*

27 JANUARY 2012
**Resident Evil™: Revelations**
*Nintendo 3DS™*

23 MARCH 2012
**Resident Evil™ Operation Raccoon City**
*PlayStation®3, Xbox 360®, PC*

2 OCTOBER 2012
**Resident Evil™ 6**
*PlayStation®3, Xbox 360®*

20 MARCH 2015
**Resident Evil™: Revelations 2**
*PlayStation®4, Xbox One®, PC, PlayStation®3, Xbox 360®*

THE RESIDENT EVIL™ SAGA HAS INDELIBLY MARKED THE WORLD OF VIDEOGAMES WITH NO LESS THAN TWENTY OR MORE OFFICIAL TITLES AND SPIN-OFFS, WITHOUT COUNTING THE COMPILATIONS THAT WERE RELEASED BETWEEN 1996 AND 2017...

*NB: These dates represent the first release for that title, without counting any ports or remakes that followed.*

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